CLAIMS APPENDIX

1. A method for providing a visual production on a computer system, wherein the computer system includes a processor executing a rendering engine to produce images on a display, wherein the computer is coupled to a network, wherein a data source is also coupled to the network so that data can be transferred from the data source to the computer system via the network, the method comprising the steps of

transferring camera control commands from the data source to the computer system; and

changing the view of a scene being rendered in the computer system in response to the camera control commands.

2. The method of claim 1, further comprising the steps of

associating a name with an object in the scene; and

using the name to define a camera position to render the scene.

3. A method for providing commands to control a rendering engine to produce a visual display in a computer system, the computer system including a processor coupled to a display device, the processor executing instructions to animate an object within a simulated scene for display, the computer system coupled to a network, the method comprising the steps of

using the processor to receive a command from the network to animate an object in the scene; and

using the processor to compute a default camera view wherein the animated object is included in the default camera view.

4. (New) A method of controlling a rendering engine executing on a digital processor, the method comprising

accepting signals from a user input device to specify a camera position using text; and

sending an indication of the specification to the rendering engine.

5. (New) The method of claim 4, further comprising

using a default area in a scene to determine a camera pointing direction.

6. (New) The method of claim 5, wherein the step of using a default camera area includes a substep of

determining an action area where action in the scene is occurring;

defining the default area to include at least a portion of the action area.

7. (New) The method of claim 6, wherein the action area includes object movement.

8. (New) The method of claim 7, wherein the action area includes character speaking movements.

9. (New) The method of claim 4, wherein the step of sending uses a network.

10. (New) The method of claim 4, further comprising

accepting signals from a user input device to specify a camera position using math coordinates.

11. (New) The method of claim 4, wherein the text includes a reference to an object in a scene.

12. (New) The method of claim 11, further comprising

setting the camera position at substantially the object's position.

13. (New) The method of claim 12, further comprising

omitting rendering of the object.

14. (New) The method of claim 11, further comprising

setting the camera position adjacent to the object's position.

15. (New) The method of claim 11, wherein the object position is changing, the method further comprising

setting the camera position at a point that is derived from the object's changing position.

16. (New) The method of claim 11, wherein the object includes parts having positions, the method further comprising

setting the camera position relative to one or more of the part positions.

17. (New) A control program embodied on a computer-readable medium for controlling a rendering engine, the control program including

one or more instructions for specifying a camera position in relation to an object in a scene.

18. (New) A computer data signal embodied in a carrier wave comprising

one or more instructions for specifying a camera position in relation to an object in a scene.

19. (New) A method for controlling a rendering engine, the method comprising

accepting signals from a user input device to allow a human user to specify character actions, wherein default character actions are automatically specified if omitted by the human user.

20. (New) The method of claim 19, wherein an automatically specified character action includes a character's gait.

21. (New) The method of claim 20, wherein default audio is specified.

22. (New) The method of claim 19, wherein at least a portion of a character model is automatically specified.

23. (New) The method of claim 22, further comprising

accepting signals from a user input device to specify a character's physical characteristics; and

using at least one specified physical characteristic to generate a character model.

24. (New) A method for controlling a rendering engine to produce audio, the method comprising

receiving an electronic representation of human speech; and

using the electronic representation to animate lip movement in a character displayed on a display device.

25. (New) The method of claim 24, wherein the electronic representation includes a waveform.

26. (New) The method of claim 24, further comprising

receiving animation information for animating lip movement in accordance with the received electronic representation of human speech.

27. (New) The method of claim 26, wherein the received animation information includes digital video.

28. (New) The method of claim 24, wherein the electronic representation includes text representation, the method further comprising

performing speech synthesis in response to the received electronic representation.

29. (New) A control program embodied on a computer-readable medium for controlling a rendering engine, the control program including

one or more instructions for receiving an electronic representation of human speech; and

one or more instructions for using the electronic representation to animate lip movement in a character displayed on a display device.

30. (New) A computer data signal embodied in a carrier wave comprising

one or more instructions for receiving an electronic representation of human speech; and

one or more instructions for using the electronic representation to animate lip movement in a character displayed on a display device.

31. (New) A method of creating an electronic presentation, the method comprising sending control information over a network to control a rendering engine executing on a processor coupled to the network to produce an animated sequence of images on a display.